

# Shareware Solutions II

*An Exciting Apple II Journey Into The Future*

Volume 2, Issue 6

Winter, 1996

## From The Publisher's Desktop

The Shareware Solutions II Worldwide Headquarters has been a beehive of activity these past few months. A number of new Apple II oriented projects have been started, and subscribers will soon be benefiting from the incredible expansion of our Apple II operations. In this and in future issues, you will be reading about new Apple II products, and older Apple II products that have been rescued from obscurity. Much of the planning and negotiations that have taken place have been quite time consuming and have resulted in the delay of this issue. For that, I wish to apologize. I do, however, think that you will be very pleased when you read what plans we have in store for you.

In this our 12th issue, Cynthia Field and I are joined by a new staff member, Steve Disbrow, the former publisher of GS+ Magazine. Steve's unique and sometimes irreverent perspective on the Apple II will be found in this and in all future issues. Since the demise of GS+ Magazine came as such a shock to everyone, he offers us an exclusive explanation of what transpired and contributed to the demise of his excellent publication, and he ties up some GS+ loose ends.

Steve has brought along with him a number of former GS+ subscribers who are seeing this newsletter for the first time. I welcome you and hope that you appreciate our efforts. Your GS+

roll-over subscription will be applied to this and future issues, but please note that our 11 back issues are still available. The cost of the back issue package is \$30 for US or Canada delivery; \$40 elsewhere.

As this issue represents the final issue of Volume 2, for many of you this will be the last issue of your current subscription and you will have to renew if you wish to continue to receive Shareware Solutions II. Check your mailing label and if it says: "EXP:V2,#6" then your subscription has just lapsed.

As an incentive for you to renew your subscription now, Alltech Electronics has graciously donated an 80 Megabyte internal Focus hard drive for use on either a IIe or IIGS. That Focus hard drive will be given away to a lucky subscriber who will be chosen on February 29, 1996. If your subscription is current as of that date, you could be the winner!

If that isn't incentive enough to renew your subscription, let's take a look at some of the recent developments that have taken place at Shareware Solutions II along with a hint of what is to come in the future.

Shareware Solutions II has been chosen by Brutal Deluxe to be the worldwide distributor for their brand new Convert 3200 graphics conversion program.

Shareware Solutions II has also

been chosen by the National AppleWorks User Group to be the exclusive distributor of the entire library of nearly 500 AppleWorks related resource disks that were developed by, and previously available from, that excellent yet recently deceased organization.

Shareware Solutions II has also been chosen to be the exclusive distributor of Studio City, the HyperStudio-based publication that had been published by Resource-Central and ICON.

Perhaps the most exciting development concerns the recently acquired IIGS prototype computer that was never released by Apple. The fabled Mark Twain prototype, dubbed by the Apple IIGS community as the ROM4 and GS+, is depicted on the back page of this issue and I plan to lift the lid on "the computer that could have changed the world" in the next issue.

Shareware Solutions II is currently negotiating with Big Red Computer Club to acquire all or part of their software inventory that remained unsold when Big Red officially closed their doors at the end of 1995.

In 1993, when Shareware Solutions II was first published, you were promised an "exciting Apple II journey into the future." These past 2.5 years have certainly been exciting, and I hope that you will continue with us as we advance into the next millennium of Apple II computing! 🍏

# Grapevine

## Shareware Solutions II

Volume 2, Issue 6

Shareware Solutions II is published bi-monthly by Joe Kohn, 166 Alpine Street, San Rafael, CA 94901-1008.

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Available by subscription only, several options are available:

- A) The first 12 issues: \$35 for US/Canada; \$50 elsewhere.
- B) The first 18 issues: \$55 for US/Canada; \$75 elsewhere.
- C) The next 6 issues/Renewal: \$25 for US/Canada; \$40 elsewhere.

Make all checks payable to Joe Kohn. US Funds Only. No charge cards, purchase orders or COD orders will be accepted.

This newsletter was created entirely with an Apple IIGS. All articles written in AppleWorks Classic. Page Layout prepared in AppleWorks GS. Printing was done on a Hewlett-Packard LaserJet IIP Plus, connected to the IIGS courtesy of Vitesse's Harmonie. The use of TrueType fonts is courtesy of WestCode Software's Pointless.

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## KansasFest '96

The same group of Apple II users that organized KansasFest '95 are busy finalizing plans for the 1996 edition of KansasFest, which is scheduled to be held, once again, at Avila College in Kansas City, MO in mid-July.

Although absolutely no details are available at this early date, mark your calendars now for July 17-21, 1996. Although the actual dates of the conference will be July 18-20, the Avila dormitories will be open for our use the day before the conference starts and the day after the conference ends.

If you have never attended a KansasFest before, you ought to consider attending this year. It will be The Apple II Event Of The Year!

For additional information, contact:

KFest96  
c/o Kellers  
PO Box 391  
Brielle, NJ 08730

Or direct an e-mail to:

timothyK@injersey.com  
Cindy.a@genie.com  
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## Convert 3200

In mid-December, 1995, Brutal Deluxe's first commercial software product - Convert 3200 - started shipping. This program is the latest in a long line of IIGS graphics conversion programs, and its release was received with great fanfare and rave reviews.

The very first review of Convert

3200 that was posted online was written by II Alive's Review Editor Jeff Hurlburt, and it concluded: "Over the years IIGS users have employed combinations of various pic converters and paint utilities to handle missions the Brutal Deluxe utility seems to perform effortlessly. Add Convert 3200's powerful new capabilities and there's really no contest. For smooth, fast, high quality PC-GS conversions, "Convert 3200" is THE way to go!"

The primary purpose of Convert 3200 is to allow IIGS users to acquire a variety of high resolution graphics that were created on other computer systems, and to convert them to a format that is best suited for viewing on the IIGS. Convert 3200 accomplishes that by converting all graphics to the 320 \* 200 Super Hi Res mode, and it can convert them as graphics that contain the standard 16 colors allowed in that mode, or it can save them with 256 colors or as 3200 color format graphics.

Convert 3200 is a speed demon!! Generally, it can convert a foreign format graphic in as little as 10 seconds. Convert 3200 also contains a unique "Convert All" option that makes it possible to quickly convert an entire subdirectory of graphics to IIGS format with just a single mouse click.

As an experiment, I used Convert 3200's "Convert All" option to convert 75 GIF format graphics to Apple Preferred Format, and actually used a stop-watch to time the conversion process. The results were astounding. The experiment actually consisted of three separately timed tests that loaded in the 75 GIF graphics, converted them, and

then saved them back to disk as 16 color graphics, 256 color graphics and 3200 color format graphics.

It took Convert 3200 only 8 minutes and 41 seconds to convert and save the 75 graphics as 16 color Apple Preferred Format 320 \* 200 graphics! To load, convert and save them all as 256 color graphics took 9 minutes and 52 seconds! To load, convert and save them all as 3200 color format graphics took 10 minutes and 55 seconds!

Convert 3200 can load in and convert all the standard IIGS graphic formats and can work with such foreign format graphics as Windows BMP, GIF, Amiga IFF, PC LBM, Paintbrush PCX, Binary PC, and some TIFF graphics. In addition to having the ability to convert and save those graphics in the IIGS standard Apple Preferred Format, it can also save graphics in Print Shop GS format, and in the following foreign formats: Windows BMP, Paintbrush PCX, TIFF, and Binary PC.

Convert 3200 also distinguishes itself by being the lowest priced graphics conversion program ever released for the IIGS. Its cost is only \$15, and that price includes shipping to anywhere in the world! Additionally, programmers who purchase Convert 3200 can receive the Merlin 16+ Source Code for only \$5. That is simply unprecedented!

Convert 3200 requires a IIGS with at least 2 megabytes of RAM; 4 megabytes of RAM is recommended to convert large 1280 \* 800 graphics. Convert 3200 has been tested and works with both Apple IIGS ROM 01 and ROM 03 versions, and it

requires System 6.0.1. Although not required, a hard disk drive and an accelerator card are recommended.

To purchase Convert 3200, send checks or money orders, in US Funds only, in the amount of \$15 (or \$20 for the program and the source code), to:

Joe Kohn  
Shareware Solutions II  
166 Alpine St  
San Rafael, CA 94901-1008

Sorry, but no credit cards or school purchase orders can be accepted. Please make all check payable to Joe Kohn.

### **Share The Wealth**

Shareware Solutions II strongly believes in "supporting those who support the Apple II." In the last issue, a pledge was made to share with the programmers a portion of the proceeds generated by the library sales of both Eric Shepherd's SheppyWare '95 and Bright Software's Symbolix.

In an effort to hopefully encourage the further development of high quality Apple II and IIGS shareware, Shareware Solutions II is pleased to announce that \$72 has been presented to Eric Shepherd and that Henrik Gudat has received \$120 from Shareware Solutions II.

Thank you all for making those endowments possible.

Bright Software has been so pleased with its informal alliance with Shareware Solutions II that Henrik Gudat would like to extend yet another special and exclusive offer on Symbolix.

The Shareware Solutions II li-

brary currently offers the two disk Symbolix program and manual for \$8. There is also the two disk Symbolix Demo program available for \$8.

Henrik Gudat has authorized Shareware Solutions II to offer readers a special "\$25 Symbolix Shareware Bundle" that includes the Symbolix program disk, the Symbolix manual disk, and the Symbolix demo disks. In addition to receiving the disks by mail, those who order this special bundle will also be automatically registered as having paid the \$15 shareware registration fee.

Under this new arrangement, not only do you get to save some money, but since a large proportion of the proceeds of the bundle will be turned over to Bright Software, the author of Symbolix will also receive much more money for his efforts.

### **Laureate Learning Systems**

Laureate Learning Systems specializes in special education and early intervention linguistic software geared towards children and adults with disabilities. Laureate's extensive collection of award winning talking software titles for Apple IIe/IIc and IIGS systems help to teach critical language, reading and thinking skills.

In 1994, Laureate started to offer all of their IIe/IIc software titles for an unprecedented 50% discount. They have just recently extended a similar 50% discount for all of their Apple IIGS software titles.

If you are a parent or teacher of children with disabilities, contact Laureate to request their 42 page free catalog.

Laureate Learning Systems  
110 East Spring St  
Winooski, VT 05404-1898  
1-800-562-6801  
802-655-4755  
802-655-4757 (fax)

## Studio City

Stack-Central, a HyperStudio-based magazine on disk, was first published by Resource-Central in February, 1990. After a change of Editors, it was re-named Studio City in December, 1991 and it continued to be published bi-monthly until ICON, Resource-Central's successor, went out of business in early 1995. There were a total of 30 issues, each comprised of two 3.5" disks, published during that time.

Studio City remains to this day the premiere example of what can be created on a IIGS using Roger Wagner Publishing's popular HyperStudio program. HyperStudio is a multimedia construction kit that allows non-programmers to easily create non-linear interactive IIGS software that can contain any combination of text, digitized sounds, animations, or graphics.

With just a little imagination and HyperStudio, even grade school children can create sophisticated software. Yet, combine an Apple IIGS HyperStudio expert with a professional artist, add the contributions of a myriad of IIGS hypermedia specialists, and you have the work of art that is Studio City.

Each of the 30 issues of Studio City shows off the amazing capabilities of HyperStudio and they are filled with useful articles about HyperStudio, sample stacks, tutorials, beautiful clip

art, amusing digitized sounds, custom XCMDs and much more. Each hypermedia stack included on Studio City includes detailed descriptions about how it was created, and each provides information on how you can use similar techniques in your own HyperStudio projects.

Although Studio City holds great interest to those who design their own HyperStudio stacks, there are a lot of wonderfully creative stacks included that will be of interest to teachers, students and even small children. In other words, you don't need to be a hypermedia designer to appreciate Studio City. In my biased opinion, I feel that HyperStudio is just about the best program ever released for the IIGS, and that Studio City contains some of the very best HyperStudio projects ever created. If you create HyperStudio stacks, Studio City will teach you how to "push the envelope." If you enjoy using HyperStudio to sample other people's work, some of the best examples ever are included on Studio City. If you've never seen an example of hypermedia on the IIGS, Studio City is bound to impress you.

During its lifetime, I was a Studio City subscriber and can easily remember the excitement I felt whenever a new issue arrived; I dropped everything in order to spend an enjoyable hour or three going through each issue and discovering fun new uses for HyperStudio. I, like many other fans of HyperStudio, really miss Studio City.

Shareware Solutions II was recently contacted by Bill Lynn, the final editor of Studio City and holder of the copyrights to Studio City. He wondered if

Shareware Solutions II would be interested in distributing all of the back issues. I didn't hesitate for even a second!

Effective immediately, all 30 back issues of Studio City are available once again.

If you've never experienced the wonders of HyperStudio or seen Studio City before, you'll be pleased to learn that Shareware Solutions II is offering a three disk Sampler Pack for only \$6.

During its lifetime, Studio City had three editors (Tom Baker, Dean Esmay and Bill Lynn), and each one offered a unique perspective and different brand of wacky humor, and each transformed the look and feel of the publication to represent his own hypermedia vision. Each of the three Sampler disks was created by a different editor, and by experiencing all three, you can really sample all the wonders of Studio City.

You do not even need to own the HyperStudio program to run the Sampler disks, as a HyperStudio "player" is included on all three disks.

In addition to the Sampler Disks, Shareware Solutions II is making Studio City available as single issues or multiple issue sets. Following are all applicable pricing options:

Single issues are available for \$7 each.

A six issue combo pack (choose any six issues) is available for \$36. Shipping charges are \$3 for US destinations or \$5 elsewhere.

You can purchase all 30 issues for \$120. Due to the weight in-

volved, shipping charges are \$6 for US delivery, \$10 for delivery to Canada and Mexico, and \$20 for Air Mail anywhere else.

Included with all orders is a one disk version of the HyperStudio "run-time module" that will allow you use Studio City, but in order to use HyperStudio to create your own stacks, you will need to purchase the complete HyperStudio program package from your friendly Apple II mail order vendor.

Neither HyperStudio nor Studio City requires a hard drive or massive amounts of RAM. All that's required to run Studio City is a IIGS with a single 3.5" disk drive, 1.125 megabytes of RAM, and System 5.0.2 or later.

Note: Look for a detailed index, in the next issue, of all that Studio City has to offer.

## Two New Newsletters

Two new subscription-based Apple II oriented newsletters are scheduled to debut in the very near future. The Apple Blossom plans to be a general interest Apple II newsletter while Juiced.GS will focus exclusively on the Apple IIGS.

For the past year, Steve Cavanaugh has actually published a freeware version of The Apple Blossom which he has made available online for Apple II modem owners to download, and at his own expense, he has mailed out paper-based copies to hundreds of educators in his home state.

A number of regular columns are slated to appear in The Apple Blossom, including one about HyperCard stack design and script writing, another one

about AppleWorks and AppleWorks GS and one focusing on cross-platform computing. Also scheduled are articles about Apple II desktop publishing, interviews and product reviews.

The cost of a subscription is \$12/year for delivery to US or Canada; \$18/year elsewhere. For additional information, contact:

Steve Cavanaugh  
The Apple Blossom  
1117 Maple St  
Wilmington, DE 19805

Juiced.GS will be published by Max Jones, the editorial page editor of the Terre Haute Tribune-Star, who has 20+ years experience in all phases of journalism. Max had created a prototype version of Juiced.GS for submission to the Shareware Solutions II desktop publishing program, and I was stunned when I first laid eyes on the prototype. He had created it with AppleWorks GS. I took one look at Juiced.GS and thought to myself, "I didn't know you could do that with AppleWorks GS." As an AppleWorks GS desktop publisher myself, I was even a little envious of Max's design abilities. This prototype issue is available for you to preview on the AppleWorks GS Desktop Publishing Disk, available from the Shareware Solutions II library.

Planned for Juiced.GS are columns and feature articles that tout the strengths of the IIGS and the software needed to push it to its limits. It will explore topics ranging from desktop publishing and graphics to systems management and telecommunications. Juiced.GS will also present reviews of new commercial software and hard-

ware, features on existing commercial products, up-to-date reports from the software and hardware development front, and assessments on the latest shareware and freeware.

Each quarterly issue of Juiced.GS will contain 20 pages and the first issue is scheduled for mid-February. Subscriptions cost \$14/year for delivery to US or Canada; \$20/year elsewhere.

For additional information, contact:

Max Jones  
Juiced.GS  
2217 Lakeview Drive  
Sullivan, IN 47882

## ZIP Drive Collections

Soon after Iomega introduced the 100 megabyte removable Zip Drive storage system, Russell Nielson purchased one, and went on an Internet downloading spree in an effort to fill up his 100 megabyte disks with IIGS music and graphics. Russ soon filled up three 100 megabyte disks with MOD music files, and one disk with graphics.

If you own a Zip Drive, you already know that blank disks cost \$20, yet that is exactly what Russ is charging for each Zip disk which is already filled with files! Russ is obviously not offering this service to make money, so how can you possibly lose?

For additional information, contact:

Russell Nielson  
2303 Greve Avenue  
Spring Lake Hts, NJ 07762

r.nielson1@genie.com 

# Modem Madness

## Home Page Update

If it's been a while since you last visited the Shareware Solutions II home page on the World Wide Web, you might be surprised at what you see when you next point your favorite web browser at the following URL:

<http://www.crl.com/~joko>

For starters, you'll notice that the URL itself is shorter than it was and to access the site now requires typing fewer characters than before.

Once you've arrived at Shareware Solutions II online, you'll immediately notice that the home page has been greatly revamped and now contains much more information than ever before. You'll also notice some updated and new Apple II oriented links to other sites.

Now included on the home page are complete descriptions of all the various products available from Shareware Solutions II. Thanks to the efforts of subscriber Steve Cavanaugh, you'll find a new link that displays a complete catalog of Script-Central disks. Thanks to the efforts of subscriber Josh Calvin, you'll also find a complete catalog of every disk available from the Shareware Solutions II library.

Now that I am finally comfortable with creating and editing the basic building blocks that regulate and control what World Wide Web browsers see – html documents – look for many more changes and enhancements to come online in the coming weeks and months.

Unfortunately, some people who use computers other than the venerable Apple II have re-

ported that they have been unable to successfully enter the Shareware Solutions II site. If you are one of those who has had problems, please note that there is an alternate URL that you can use. That is:

<http://www.crl.net/~joko>

## Help With HTML Documents

I wish that I could take sole credit for getting the Shareware Solutions II home page up and running, but I received a lot of advice and assistance from a new breed of Internet-based automated computer programs known as html (hypertext markup language) validation checkers. The best known validation checker is called Weblint and it is virtually guaranteed to help struggling home page designers and aspiring web masters to quickly locate any mistakes that they have made while creating html documents.

All html documents start out as standard ASCII text files. Once the text file contains the information you want, it must then be translated into html format – a format that contains embedded commands that control how the file will be displayed on screen.

When first dabbling in html, it can be quite confusing and difficult to master, and that's why Weblint can really help the novice web master. Weblint is accessed through the World Wide Web, and once you've gotten to the Weblint home page, you are prompted to enter the complete URL for the html document you want to validate. Type that in and within 30-60 seconds, Weblint will read your html document, analyze it, and display on screen any syntax errors that it

may contain. What is particularly useful is that Weblint will display the proper and correct syntax that is expected and required. So without even having to understand anything about html document creation, an industrious web designer can simply cut and paste Weblint's suggested corrections into his or her own html documents.

If you're an aspiring web site designer, visit the Weblint home page (which also includes links to many other html validation checkers) by pointing your favorite web browser at the following URL:

<http://www.khoral.com/staff/neilb>

## Alta Vista

Recent estimates indicate that there are now more than 16 million web pages on the World Wide Web. With so many different web sites available and with thousands of new ones coming online each and every day, it's sometimes difficult to find the exact information on the web that you are seeking.

Over the past two years, a number of different World Wide Web "search engines" have been developed that allow web users to search for information by entering keywords and/or keyword phrases. In a recent issue of this newsletter, one such search engine – WebCrawler – was described as being a hypertext-based database that would display a list of home pages that corresponded to your keyword and that would allow you easy access to any of those World Wide Web sites.

WebCrawler, and most of the other World Wide Web based search engines are now obsolete,

thanks to Alta Vista, a free service offered by Digital Equipment Corporation. It was introduced on December 15, 1995 and within only three weeks, Alta Vista was conducting over two million successful searches per day!

Alta Vista is capable of quickly searching through all 8 billion words found in over 16 million web pages, and it can even conduct a full-text search of over 13,000 Usenet news groups.

As an experiment to determine the usefulness of various web-based search engines, I chose a unique Apple II related word – KansasFest – and entered that as a keyword into three of the most popular World Wide Web search engines. WebCrawler found no references at all. InfoSeek found six references to KansasFest. Alta Vista quickly located 81 unique references.

Whether you are looking for Apple II related information or old friends, you owe it to yourself to add Alta Vista to your Bookmark file. Just point your favorite web browser at the following URL:

<http://www.altavista.digital.com>

### **GENie Launch Pad**

A growing number of Apple II users are now using the GENie online network to access the World Wide Web. Until quite recently, Apple II users used lynx by visiting the general Internet access area (M5000), but now they no longer have to leave the comfortable confines of A2, thanks to the new Apple II Launch Pad menu option.

To assist those in search of Apple II software and informa-

tion, the staff of GENie's A2 RoundTable have gathered together an indexed listing of Apple II related sites on the World Wide Web, and have made it available from A2's main menu as item #14. When you choose that menu item, lynx

will run and you'll be transported to the Apple II Launch Pad.

If you're on GENie and have an Apple II, you're going to love the Apple II Launch Pad! 🍏

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## **Loose Ends**

*By Steven W. Disbrow*

If you've read the last (and I do mean last) issue of GS+ Magazine, you've probably come to the conclusion that the decision to shut down GS+ Magazine was made at the last minute. After all, we announced a new contest (finish HyperReporter), we announced a new product (AutoArk v1.1) and we published several letters asking questions that I just didn't know the answers to. So in this, my first article for Shareware Solutions II, I thought I should tie up some of those loose ends. (By the way, if you were a GS+ Magazine subscriber, and you don't have a clue as to what I'm talking about, pick your jaw up off the floor, go get your copy of GS+ V7.N1 and read the "Writer's Block" article.)

### **Yes, I Am Dirt**

First, let's look at the "suddenness" of the decision to shut down GS+ Magazine. Actually, it wasn't a sudden decision at all. I had been considering what I'd have to do to close down the magazine almost from the day that I started it. (That's just smart business folks.) I'd also set some conditions that, when they were met, would force me to stop publication of the magazine. As you might expect, those conditions had a lot to do with

how many subscribers GS+ Magazine had. The cut off number was 1,500 subscribers and after V7.N1 shipped, we dropped below it. During the entire run of GS+ Magazine, I was harping on the fact that there seemed to be more people reading borrowed copies of GS+ Magazine than there were subscribing to it, and that's probably what finally killed us. (Trivia point: GS+ Magazine actually reached its peak number of subscribers [just above 2,100] about three years ago. It was all downhill after that.) Over the last year, the number of new subscriptions and renewals went way down. While V7.N1 was at the printer, I realized that if the trend continued over the next two months, there was no way we'd be able to climb back up to 1,500 subscriptions after V7.N1 shipped. In fact, it looked like we'd be lucky if we brought in over \$3,000 in renewals and new subscriptions. That money would have to pay for the production of the next year's worth (six issues) of GS+ Magazine. While \$3,000 sounds like a lot of money, it isn't. In fact, it cost just under \$4,000 to produce and mail each issue of GS+ Magazine. (And that cost doesn't include the money I had to pay Joe or Rob.)

So, I had to make a decision: Do

I send out renewal notices, and take money for six more issues that I know I won't be able to print, or do I bow out now while I've still got a chance to stay in business and give folks their money's worth? Frankly, while it was a painful decision to make, the only way I could go was to fold the magazine and try to give folks their money back in the form of back issues and merchandise credit. I would have liked to give all of the actual money back, but since I owed a total of almost \$33,000 to everybody, it was a bit impractical.

(Tangential item: Since the demise of GS+ Magazine, I've come under attack for two things: Not raising the price of the magazine, and for misleading people at KansasFest. In the first place, we did raise the price of magazine-only subscriptions twice. The result? Magazine-only subscriptions went through the floor. [Actually, we had lost so many magazine-only subscriptions, I had planned to discontinue them completely after V7.N2 was mailed.] This made me sort of reluctant to raise the price of the magazine and disk subscriptions. The sad fact is that very few Apple IIGS owners were willing to pay for GS+ Magazine at the \$36 price point, and the evidence suggested that even fewer would pay for it at a higher price. As for KansasFest, all I can say is that I didn't try to mislead anyone as to the future of GS+ Magazine. In fact, I'm pretty sure that I was a bit of a "downer" with all the folks who spoke with me about the magazine's future. I've always said that GS+ Magazine would be published as long as I could afford to do so, and I don't think I said anything different to

anyone at KansasFest. If I appeared upbeat at KansasFest, well, it's kind of hard to act depressed when you're surrounded by such supportive people.)

The bottom line is that the decision to end production of GS+ Magazine has allowed EGO Systems to stay in business and to continue to support the IIGS for a while to come. The alternative was eventual personal bankruptcy which, if you'll forgive me for being selfish, I thought might not be in the best interest of myself or my family.

(I apologize for the tiny amount of sarcasm, but I've recently been accused of killing the IIGS, and a few disgruntled readers have actually threatened me with legal action over this mess. So, I've had days where I'm just a tad bitter about everything. To be fair, these nut jobs have been few and far between, and 99.9% of former GS+ Magazine subscribers have been incredibly nice. But being threatened with a lawsuit over \$36 [usually less] is a bit depressing.)

OK, that's enough of that. Let's move on to something a bit more cheerful. Let's move on to the...

### Unanswered Letters!

In the last issue of GS+ Magazine, there were several letters that asked questions that I just didn't know the answers to. Since that issue was published, I've received answers to almost all of those questions which I'll share with you now.

### TEXAS II

First up is an answer to a question asked by Marc Eskenazi of Surrey, England. Marc wanted

to know if I knew of any way to patch AppleWorks 5 so that it would use European-style A4 paper as its default paper size. I didn't, but Bernard Huber of France did. Bernard informed me that a patch program called "Free Patcher" is available to folks who subscribe to the AppleWorks-oriented newsletter called Texas II. According to Bernard, Free Patcher allows you to change scads of settings in both AppleWorks 5 and 5.1. For more information on Free Patcher and Texas II, contact:

Beverly Cadieux  
Kingwood Micro Software  
2018 Oak Dew  
San Antonio, TX 78232-5471

Marc also asked if I knew of any way to up/download information to/from a Casio digital diary. I didn't, but David Empson of New Zealand wrote to inform me that he had created "rudimentary" software for the IIGS that allows him to perform simple data backup and restoration for his Casio calculator. David isn't sure that the data formats or protocols are similar, but if someone contacts him via e-mail at [dempson@actrix.gen.nz](mailto:dempson@actrix.gen.nz) he's willing to look into it.

### AppleWorks GS Problem

Another reader, Bill Abate, had written in to say that since he had installed System Software 6.0.1, he was having problems with AppleWorks GS not remembering where to save his files. I replied that I thought that Softdisk G-S had published a patch program to fix this problem, but that I couldn't find any indication of which issue of Softdisk G-S it appeared on. Fortunately, a vigilant reader named Rose Wall knew exactly which issue of Softdisk G-S this pro-



gram was on – issue number 53. (Contact Softdisk Publishing at 800-831-2694 or 318-221-8718 to order this back issue.)

Well, that about wraps up all of the unanswered letters from the last issue of GS+ Magazine. But, there have been a few other questions that have popped up...

### **System 6.0.1?**

Lots of folks have asked if EGO Systems is still distributing IIGS System Software 6.0.1. Well, we do have to pay a licensing fee to distribute parts of the System Software on our GS+ Magazine back issues, so I guess that we can still distribute the entire five disk set to anyone buying GS+ Magazine back issues. But, you have to buy magazines and disks (not just magazines) for us to be able to send you the System Software. And you still need to send us five blank and formatted disks for us to copy the System Software onto. (Don't send those disks to Joe Kohn! Send them, along with your GS+ Magazine and disk back issue order, to EGO Systems, 7918 Cove Ridge Rd., Hixson, TN 37343.)

### **Dr. Bazyar Rx**

Some folks have reported that after installing Dr. Bazyar (from GS+ V7.N1), it doesn't work. (Dr. Bazyar is a temporary Init that patches the System 6.0.1 High Sierra FST so that it will recognize ISO 9660 CD-ROMs with illegal characters in their volume and folder names.) The problem is that Dr. Bazyar only works with the High Sierra FST from System 6.0.1 and unbeknownst to all of these folks, they have the High Sierra FST from System 6.0

installed. The reason? In almost every case, these folks also own DiscQuest or the DiscQuest Encyclopedia. Apparently, when you install either of these products, it installs a copy of the System 6.0 High Sierra FST on your boot disk. So, the solution is to simply reinstall the High Sierra FST from your System 6.0.1 master disks. Dr. Bazyar should then work as advertised.

### **Boot Time Problems?**

Still other folks have reported that the Boot Time control panel (which tells you how long your IIGS was "up" and how many times it has crashed) was not working properly with the IIGS clock set to display 24-hour time. The author of Boot Time, Chris Vavruska, heard about this problem and promptly offered to write a patch program to fix it. At this point, the patch program is still undergoing testing, but when it's ready, it'll be available on all of the better online services.

### **Misperception Correction**

Finally, I need to take a few sentences to set the record straight regarding compatibility between the program Animasia 3-D and the Second Sight video board. In a reply to a letter from Rodney Avilla, I pointed out that the Second Sight video card does not currently support the IIGS graphics mode known as "Fill Mode." I also pointed out that Animasia 3-D uses this graphics mode in the creation of movies. What I neglected to point out is that Animasia 3-D allows you to turn this feature off, so that the movies you create with it will not use Fill Mode, and will therefore be completely compatible with the Second Sight video card.

### **A Moving Experience**

Oh, one last thing, EGO Systems has moved again, so I need to make sure that everyone out there knows our new contact information. So, here it is!

EGO Systems  
7918 Cove Ridge Rd.  
Hixson, TN 37343

Tech Support: 423-843-1775  
FAX: 423-843-0661  
Orders Only: 800-662-3634

(Note: If you have any trouble getting a FAX through, call the FAX number, let the phone ring four times, and then press #11\*. That will activate the FAX machine and your FAX should then go through.)

And, of course, you can still contact us via e-mail at either of our addresses: Diz@genie.com or GSPlusDiz@aol.com. If you have access to the World Wide Web, you can also visit our web pages at <http://www.hypemall.com>

### **Not the End!**

So, that about wraps up the burial shroud of GS+ Magazine. What's next for me personally? Well, as I said earlier, EGO Systems is still in business supporting the IIGS, and I plan on keeping it that way for as long as possible. I plan on publishing a catalog every couple of months, and mailing it out to all of the old GS+ Magazine subscribers, but that's still in the planning stages.

I've also got a standing offer from Joe Kohn to contribute something to each issue of Shareware Solutions II, so you'll be seeing more of me in these pages as well. (I hear that Joe's also negotiating with Professor

G. S. Gumby to come up with some more rumors about the IIGS market...) Beyond that, I'm going to be trying to make my

mark as a freelance writer, editor, programmer or comedian. Heck, if Jeff Foxworthy can get his own TV show, I should have

my own cable network in the next five years or so! 🍏

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# AppleWorks '96

## Long Live NAUG

For more than a decade, AppleWorks has been meeting the increasingly sophisticated needs of Apple II users by providing an integrated environment that provides word processing, database and spreadsheet capabilities. As each new version of AppleWorks has been released, more and more capabilities have been added to the program, and more and more computing power has been bestowed upon Apple II users.

For the past decade, the National AppleWorks User Group (NAUG) has been one of AppleWorks' staunchest proponents by providing superb technical support for tens of thousands of loyal AppleWorks' users. NAUG published an informative newsletter, maintained a huge library of AppleWorks related materials, published books, operated a BBS, and maintained an active presence on all of the major online services.

Throughout the past decade, NAUG has been a phenomenal source of AppleWorks support and an integral part of the Apple II community. NAUG has educated AppleWorks users and taught them how to do what can't be done with an Apple II. NAUG has helped users to push AppleWorks into performing tasks undreamed of by the author of the program.

Sadly, in November, 1995, the

dwindling number of NAUG members were informed that The National AppleWorks User Group would cease to exist after December 31, 1995.

In the November, 1995 issue of the AppleWorks Forum, NAUG founder Warren Williams tried to ease the sense of loss felt by NAUG members. Regarding the voluminous amount of AppleWorks related disks that would no longer be available from NAUG, Warren Williams wrote: "We will archive and protect those disks in case they are of historical interest to future generations. We will also try to identify a library or other institution that will care for the disks and make them available to researchers and others with a legitimate interest in their contents."

Shareware Solutions II is proud to announce that it has been chosen by the National AppleWorks User Group as the official repository for the massive AppleWorks related NAUG library. Shareware Solutions II will continue to distribute NAUG's disk library and back issues of the disk-based electronic edition of the AppleWorks Forum NAUG-On-Disk newsletter.

## NAUG Resources

Although NAUG has already ceased to exist, its legacy will live on well into the next century, as the body of work that it

has left behind is enormous. When NAUG went out of business, its AppleWorks related library disks numbered more than 400, and there were 65 complete issues of NAUG-On-Disk. Due to the enormity of the NAUG AppleWorks' library, it's simply impossible to even attempt to describe all those disks within the pages of this newsletter.

Instead, Shareware Solutions II has acquired all of the remaining catalogs that describe the hundreds of NAUG disks available. The catalog is more than 60 pages in length, yet it only goes to 1994. For that reason, we have created a supplemental catalog on disk that contains information about the contents of all disks produced and/or distributed by NAUG since then. Additionally, we have added an AppleWorks database to that disk which lists every article that ever appeared in the AppleWorks Forum newsletter, and have added a smaller database that describes all the articles which appear on all 65 issues of NAUG-On-Disk. That catalog plus disk is currently available for \$5, which includes postage.

As you look through the NAUG-On-Disk database, keep in mind that not only do the disks contain the full text of all the articles that appeared in the newsletter, but also the templates and TimeOut modules that were described in the newsletter and

the latest AppleWorks library disks that were discussed in that issue.

Shareware Solutions II will be making NAUG library disks available on both 5.25" and 3.5" disks. NAUG-On-Disk will only be available on 3.5" disks. All disks cost \$5 which includes postage to anywhere in the world. Please order all disks by name, and specify which size disk you prefer.

### **The AppleWorks Gazette**

Shareware Solutions II is not the only organization that is attempting to continue the fine tradition started by NAUG. In fact, two active and prolific NAUG contributors – Howard Katz and Christian Serreau – have just started publishing The AppleWorks Gazette, a new disk-based, bimonthly publication devoted to AppleWorks. According to Howard, "typical columns will include news about the latest AppleWorks' events, reviews of Apple II hardware, views of the program's internal structure, tips and techniques in programming, and reports about possible uses of AppleWorks. A special column for newcomers in the Apple II and AppleWorks world, and letters from readers are available."

A one-year subscription to The AppleWorks Gazette will consist of six 3.5" disks and it costs \$35, including air mail postage to anywhere in the world.

European subscribers can send a check or money order, made payable to Christian Serreau, to:

Christian Serreau  
12, rue de la Censerie  
49100 Angers, France

North American subscribers can send a check or money order, made payable to Howard Katz, to:

Howard Katz  
1104 Lorlyn Cir #2D  
Batavia, IL 60510-1748

### **Marin MacroWorks**

Resource Central's TimeOut-Central was an excellent disk-based AppleWorks publication that was co-edited by AppleWorks v4 and v5 author Randy Brandt and macro wizard Will Nelken. Will's company – Marin MacroWorks – has recently acquired the rights to all 26 back issues of TimeOut-Central, and he is making those 800K disk magazines available to those who may have missed them the first time around.

Each issue contains articles, hints and tips, techniques, templates, tools, and programs for enhancing AppleWorks. The earlier issues deal with AppleWorks v3, while later issues focus on AppleWorks v4 and v5.

If you order 1 to 5 issues, the cost is \$4.95 per issue. If you order 6 or more disks, the price drops to \$3.95 each per issue. The cost for the entire TimeOut-Central 26 disk collection is \$85. Postage to US destinations is included. Postage to destinations outside the US is additional; please add \$3 for 1-5 disks, \$6 for 6-10 disks, \$9 for 11-15 disks, \$12 for 16-20 disks, or \$15 for 21+ disks.

As a friend (and close neighbor) of Shareware Solutions II, Marin MacroWorks wants to offer you a special deal. If you order before March 31, 1996 and the total comes to more than \$25, please deduct 10% from the

price. This special offer is good for any products offered by Marin MacroWorks.

Will Nelken is not resting on his laurels as he continues to create new AppleWorks products and update older ones. Will was commissioned by Quality Computers to create the "One Touch Command" disk which was available as an AppleWorks v4 add-on. He has just released an updated "One Touch Command 5" disk which contains a collection of 15 stellar TimeOut add-ons for AppleWorks v5. Among the add-ons are a typing speed test, an easy way to create boxes around text, a game of Hang Man, and a pop-up calculator. This disk costs \$12.95. Outside the US, please add \$3 postage.

Also available is a second collection of TimeOut add-on for either AppleWorks v4 or 5. "Touch Two" provides a way to print multi-column word processing documents, word wrap in the SpreadSheet, a method to add columns of numbers in the word processor, a phone dialer for the database, and a way to recalculate only specified rows in the SpreadSheet. This disk costs \$12.95. Outside the US, please add \$3 postage.

To place an order, to request information or a catalog of available products, contact:

Will Nelken  
Marin MacroWorks  
1675 Grand Avenue, Suite 1  
San Rafael, CA 94901-2211

415-459-0845  
wnelken1@genie.com

### **AncestorWorks**

Other AppleWorks development work continues as well. Dr Bud

Simrin's AncestorWorks has just been released, and it is the first genealogy program ever created that works from inside AppleWorks v5.1.

AncestorWorks is a TimeOut application for AppleWorks v5.1 that provides file card menus to help you manage all of your genealogical data. AncestorWorks utilizes 15 task files that work behind the scenes to carry out your menu choices. Included are four database templates to enter and track your data, pop-up help screens, and pop-up glossa-


ries that permit you to see and enter information from the other databases without leaving your current database. Dr Simrin spent 4,000 hours developing AncestorWorks, and it appears that he has created an extremely sophisticated, powerful and well designed program. Dr Simrin is so confident that you will like AncestorWorks that he is even offering it with a money back guarantee!

The cost is only \$30 plus \$5 for shipping and handling. If you want to preview AncestorWorks,

there is a demo disk available for only \$7.50 and if you later decide to purchase the full program, the cost of the demo disk will be applied towards the full purchase price.

For additional information, contact:

Dr Bud Simrin  
9901 Ivy Leaf Lane  
Drawer S  
Fort Worth, TX 76108-3821

817-246-0859  
budman@flash.net 

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## Such A Deal!

### PMPFax

Nearly a year ago, Vitesse released FAXination, a software package for the IIGS that allows owners of fax/modems to send and receive faxes from the IIGS Desktop. The initial release proved to be quite problematic, but after five revisions were released within a month or two, many IIGS owners – myself included – reported that FAXination worked wonderfully while others reported that they were still unable to use the program dependably.

Watching with great interest from the sidelines was Paul Parkhurst, the author of AnsiTerm. Paul had already started work on his own IIGS send and receive fax program. After he read many messages posted online about problems that IIGS owners had with FAXination, Paul was determined to release a program that would hopefully work for all IIGS owners, no matter which fax/modem they owned. To accomplish that goal,

Paul recruited upwards of a dozen beta-testers, a number of whom were quite willing to lend Paul their fax/modems for compatibility testing.

Over the years, modem manufacturers have flocked to the Hayes standards for transmitting data over the phone lines, but no one single standard has yet to be adopted by manufacturers of fax/modems. In fact, several different “standards” have been adopted. Paul learned from following the release of FAXination that in order to assure that any particular fax/modem conformed to at least one of those standards, it had to be tested thoroughly.

Although Paul would have liked to release PMPFax as soon as possible after the release of FAXination, he took almost a full year to test it with as many different fax/modems as possible, and Paul's rigorous testing has paid off. Upon the recent release of PMPFax, the praises started to appear online. Some

reported success without even having read the manual, while others proclaimed it to be the most dependable program they'd ever encountered.

The truth of the matter is that PMPFax is a very well tested program that contains just about every single fax-related bell and whistle imaginable. It is a very well thought out and designed program that provides IIGS owners of fax/modems with the ability to send or receive fax transmissions from the Finder or from within any standard GS/OS program.

PMPFax is supplied on two 3.5" disks, and it comes with a thorough and excellent 100+ page manual that just so happens to have been designed and created with the page layout module of AppleWorks GS. PMPFax requires System 6.0.1 and a hard disk drive. Additionally, it requires that you have at least 1.5 megabytes of free and available RAM, and several megabytes of free space on your hard drive in

order to store your incoming and outgoing faxes.

PMPFax is quite easy to install on your hard drive. Simply insert Disk 1 into your disk drive, double click on the "PMPFax-Install" program, and all of the necessary files will be copied to your hard drive.

Once you have successfully installed PMPFax, it is critical that you first determine whether your system has the necessary 1.5 megabytes of available RAM. To determine if you have enough free memory, just access the Apple Pull Down Menu and choose the "About This Apple IIGs" menu item; that will show you how much RAM is available

Please be aware that even with a 4 megabyte RAM expansion card installed in your IIGS, if you have a lot of Desk Accessories and Inits installed, you may not have the needed 1.5 megabytes of available RAM. If you don't, you may have to inactivate or remove some of your lesser used DAs or Inits in order to use PMPFax.

Once PMPFax is installed, you'll control its operations through the PMPFax Center New Desk Accessory that can be called up from within any standard GS/OS program that displays the Apple Pull Down Menu. For those who don't have quite enough available RAM to run the PMPFax Center NDA, a separate PMPFax application program is included that requires much less memory to operate. That program includes most of the features available in the NDA, with two notable exceptions; the program cannot operate from within other applications like NDAs can, and because of that, all automatic

send and receive features will only operate while the application program is running. Therefore, the NDA version of PMPFax is much more versatile than the application version.

Upon first opening the Fax Center, you'll want to enter a Station ID so that your name and fax phone number will appear on title pages and cover sheets. A number of other options can also be entered at this time, but are not required. So once the Station ID information is entered, you're ready to send or receive your first fax.

Using PMPFax is easier than you could possibly imagine. You simply create an out-going fax document using any GS/OS program of your choice; it could be created in a word processor, a paint program or a desktop publishing program. Once you have created a document, just hold down your Option key and access the program's Print command and PMPFax will spring into action. You will be presented with a dialog box that allows you to direct where the fax will be sent. Once that is done, PMPFax will then "translate" your text or graphic into a form that can be transmitted via your fax/modem, will dial the other fax machine or fax/modem, establish a connection and transmit the fax document. It's as easy as that.

Of course, there are many options that can be set up. As an example, PMPFax allows you to set up phone books of frequently called numbers, and it even allows you to set up groupings of phone numbers that permit you to effortlessly send, with just one mouse click, the same fax to a number of different fax machines.

Other features and options abound in PMPFax. Built into the program is a module that resembles a desktop publishing program containing a mini-paint program that can be used for the creation of customized cover sheets. There are also options available that allow you to schedule the sending of faxes at a later date or time. There's even a forwarding feature that allows you to immediately forward incoming faxes to other people, or you can modify incoming faxes and then forward them.

To receive faxes, you can set up PMPFax to automatically answer any incoming calls, or you can manually click on the "receive a fax" option when you hear the phone ring. If you use the PMPFax NDA version and have it set up to auto-receive incoming faxes, it will, in essence, turn your IIGS into a relatively full featured fax machine. You can even configure PMPFax to automatically print out a fax document upon receipt.

In general, PMPFax provides IIGS owners of fax/modems with an integrated and elegant method to send and receive fax documents right from the IIGS desktop. Unfortunately, not everyone will be able to use PMPFax since a hard drive is required and those without a 4 megabyte RAM expansion card just won't have enough available RAM to use PMPFax.

Like many initial software releases, PMPFax v1.0 did have several slight problems. Within a week of its release several minor "bugs" were discovered and corrected and a v1.0.1 update was released. Despite the minor problems experienced with PMPFax v1.0, I have been quite impressed with the program and

do consider it to be a useful addition to my IIGS system.

PMPFax is available directly from Parkhurst Micro Products for the list price of \$89, plus \$3 for shipping and handling.

Until March 1, 1996, PMPFax is available for 50% off as a competitive upgrade for those who previously purchased FAXination. If you own FAXination, you can purchase PMPFax for \$45 plus \$3 s/h. To take advantage of that special pricing, send a copy of the FAXination invoice or a copy of your FAXination disk along with the first page of your FAXination manual.

If you do not own FAXination, you are eligible for a \$20 discount on PMPFax because you are a subscriber to Shareware Solutions II. Just mention the magic words – Such A Deal – when you order PMPFax.

Parkhurst Micro Products can accept payment by check, money order, Visa or MasterCard. For additional information, or to order PMPFax, contact:

Parkhurst Micro Products  
2491 San Ramon Valley Blvd  
Suite 1-317  
San Ramon, CA, 94583  
510-837-9098

pmp@genie.com  
pmp@delphi.com

### Seven Hills Software

Until February 29, 1996, Seven Hills Software would like to offer you some special pricing on each and every Apple IIGS product in their large and diverse product line.

As part of Seven Hills' Such A Deal program, they are offering

two of their flagship products for 50% off, with the remainder of all their products available for the low price of \$19.95!

By the time you read this, the long awaited v2.0 update to GraphicWriter III should be shipping and that program is available for \$65, plus s/h. That desktop publishing program was previewed at last summer's KansasFest, and if it's any indication, I have already placed my order. Current owners of GraphicWriter can purchase the update for only \$25.

Seven Hills is also offering their IIGS telecommunications program – Spectrum v2 – for \$65, plus s/h. This feature laden program is the only GS/OS based modem software available that will let you connect with local BBSs, Delphi, GENIE, CompuServe or the Internet.

All of the other products in Seven Hills' massive product line are available for only \$19.95, plus s/h. Those include:

Drive Cleaner GS: A program and cleaning diskette that will clean your 3.5" disk drives' read/write head.

Express: A utility that saves your printing jobs to your hard disk drive, then returns computer control over to you as it prints in the background.

Font Factory GS: A font editor and font conversion program for bit-mapped fonts.

Formulate: Allows you to add complex math formula symbols to any GS/OS document from pull down menus.

Gate GS: A colorful and fast action arcade game that combines

action, adventure and brain-teasing puzzles.

Independence: A set of GS/OS printer drivers for Hewlett-Packard LaserJets and black and white DeskJets.

Kangaroo: A must-have GS/OS utility that lets you conveniently open and/or save frequently used files from custom hierarchic menus.

The Manager: Allows you to keep multiple GS/OS applications open at the same time and instantly switch between them.

ShoeBox GS: A complete set of HyperCard home organizing stacks. Includes HyperCard!

Space Fox: A classic outer space fast action arcade shoot 'em up game.

Super Menu Pack: Provides three useful utilities in one package. Font menus display fonts in their actual style. Control Panels can be chosen from a hierarchic New Desk Accessory menu. Allows you to open a window that displays all characters available in a font.

SuperConvert: The classic IIGS graphics conversion program.

TransProg III: Create a custom menu in your menu bar to easily launch your applications.

Additional s/h fees are \$3.50 per order (not per item). Florida residents must add 7% tax.

Seven Hills will accept credit cards, personal checks, money orders, and even purchase orders from schools. For additional information, contact:

Seven Hills Software

2310 Oxford Road  
Tallahassee, FL 32304-3930

904-575-0566 (voice)  
904-575-2015 (fax)

sevenhills@aol.com  
sevenhills@genie.com

(Please note that after 2/29/96,  
both Gate and Space Fox will

be available exclusively from  
Shareware Solutions II for \$20,  
plus \$3 per order for shipping  
and handling.) 🍏

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# The Desktop Publishing Contest

## The Contest

A decade ago, Broderbund Software released The Print Shop and instantly transformed every Apple II computer into a printing press capable of rendering beautiful looking greeting cards. We were thrilled with the power that The Print Shop offered us, and for years most of us felt like Gutenberg himself, able to create custom cards and stationery at will.

And then Hewlett-Packard (HP) started building low cost, high quality inkjet and laser printers, and Apple II users discovered the wonders of those plug-and-print DeskJets and LaserJets. We could finally print out our work at 300 dots per inch, and many of us simply stopped using our trusty ImageWriters.

We soon discovered that one thing was amiss. We could easily print to our HP printers from such standard software programs as AppleWorks Classic and AppleWorks GS, ProTerm and Platinum Paint, but we were aghast to learn that none of the versions of Print Shop worked with HP printers. What were we going to do?

From the pages of inCider/A+, I issued a call for a letter writing campaign to Broderbund, and Apple II users pleaded with Broderbund, to no avail, for an update to The Print Shop. I then hired Bill Heineman to create a

patch program for The Print Shop GS that would allow us to use that program with inkjet and laser printers. A year went by, and Bill was unable to deliver the goods.

All hope seemed lost by December, 1994, when two greeting cards, created by Bob Hewitt and Glenn Sapaden, arrived at Shareware Solutions II. They sure looked like Print Shop GS greeting cards, but they'd been printed on color HP DeskJets.

These two cards had both been created with the Page Layout Module of AppleWorks GS, and a previously unexplored option turned out to be the keys to the kingdom! Using a desktop publishing program with HP printers granted Apple II users even more printer magic than The Print Shop had bestowed on us.

These cards led to an article within these pages that described how to create greeting cards within AppleWorks GS, and the flood gates of creativity were opened. The artistic juices of the Apple II community were flowing, and in an attempt to accumulate the collective creativity of our community, a desktop publishing contest was announced. And, you responded fabulously.

## The Entries

Steve Cavanaugh sent in some lovely looking greeting cards

that had been created using GraphicWriter III.

William Hall submitted cassette labels and cassette box inserts that had been created in GraphicWriter III. He also submitted a Time Tracker that had been created within the graphics module of AppleWorks GS.

Max Jones sent in a beautiful 15 page newsletter – Juiced.GS – that had been designed using AppleWorks GS. He also submitted AppleWorks GS generated calendars, letterhead stationery and a memo sheet.

Neal Layton sent in a stunning looking informational flier that he'd created in AppleWorks GS for his local user group.

Ed Lundberg submitted an informative and attractive user group newsletter that had been designed using GraphicWriter III v2.0.

Doris Regner submitted visually stunning stationery along with matching envelopes that had all been created in the AppleWorks GS graphics module.

Perry Watson sent in several issues of a newsletter that had been created using PublishIt v4.

William Yarroch created an extremely sophisticated and useful mail order form using the AppleWorks GS Page Layout Module.

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## And The Winners Are

The panel of judges had a very difficult time choosing the best submissions because they were all very creative, ingenious, awe inspiring, and stunning. After much discussion, the panel of judges overcame their dilemma by declaring that every single entry was a winner!

The corporate sponsors have been alerted, and prizes should soon be arriving. In addition, visionaries Glenn Sapaden and

Bob Hewitt were also declared winners for planting the seeds of the contest. Thanks everyone for taking part; you have created quite a body of work that the rest of us can learn from and adapt for our own needs.

## The Contest Disks

Shareware Solutions II has created a number of 3.5" disks that contain all of the winning entries, and then some. If you want to learn from the desktop publishing masters of the

Apple II world, those disks are chock full with creative ideas and beautiful designs.

There are two AppleWorks GS 3.5" disks available; the cost is \$6 for both disks.

There are two GraphicWriter III 3.5" disks available; the cost is \$6 for both disks.

There is one PublishIt 3.5" disk available; the cost is \$4. 🍏

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# Shareware Solutions IIe/IIf/IIGs

## A2 Disks Of The Month

The October, 1995 issue of the GENie A2 Disk of the Month includes both issues of the GENieLamp newsletter; one is geared towards programmers and the other is directed to end users. Software for the IIe/IIf on this disk includes a working demo of Charles Hartley's wonderful shareware touch-typing tutor – Computer Keyboarding 5.

Software for the IIGS on the October A2 DOM includes several of Brian Gillespie's HyperCard IIGS Xcmds that will be of interest to graphic artists and designers; Animate allows both 320 and 640 mode animations to be displayed using simple scripting commands and Load-Pall converts HyperCard to a 320 multipalette program at will. Also of interest to HyperCard users is HyperTalkDA, a New Desk Accessory that features a short explanation and examples of most HyperTalk commands, properties and functions. Of interest to those who enjoy animations is ViewDL v2, a Second Sight compatible util-

ity that displays IBM PC based DL animation files. You'll also find ChaCha, a desktop based utility which allows you to easily CHAnge CHAracters in any file, thereby permitting easy conversion of line feeds into carriage returns or vice versa. There are two GS/OS enhancements from Bret Victor: Magic Mouse, which lets you use your arrow keys to move the mouse pointer around, and Horoscope, which displays Mad Libs style words of wisdom as GS/OS loads. There is also a T1 PostScript font that looks like careful hand lettering, and lastly, there is TextSave, a Classic Desk Accessory that allows you to save any text screen to disk.

The November, 1995 issue of the GENie A2 Disk of the Month includes both the end user and programmer versions of the GENieLamp newsletter. Also included is II Something, a free-ware Apple II electronic newsletter. Software for the IIe/IIf on this disk includes a utility program that converts downloaded "gz format archives" to "zip format archives."

Software for the IIGS on the November A2 DOM includes Geoff Weiss' HyperCard IIGS based HTML Editor that will convert standard ASCII Text files into html format documents that can be used to set up a home page on the Internet's World Wide Web. You'll also find JoyMouse, a combination Driver/Init which gives your joystick the ability to perform mouse functions within GS/OS. There are also 17 Thanksgiving related Super Hi Res graphic files and four different Icons for the Iomega Zip Drive. Lastly, we have Lane Roath's WriteAway, a GS/OS based mouse-driven word processing program which has just been reclassified as free-ware.

The December, 1995 issue of the GENie A2 Disk of the Month includes both the end user and programmer editions of the GENieLamp newsletter. There's a slew of IIe/IIf utility software contained on this disk, including ASCII Helper 8, a program that can remove line feeds, carriage returns and other control characters from ASCII Text files. Also



included is Faz II, an easy to use filetype changer, and File Chopper, a program that lets you chop large text files into smaller and more manageable 25K segments. You'll also find Sneeze, a fabulous program selector (menu program) that can also be used to read or print Text files or AppleWorks word processing documents and can even be used to view graphics. SMARTBOOT is a unique program that gives you just a bit more control over your Apple II computer and its accessories. Lastly, we have Where In Hades Is Carmen Santiago, a "game" that is loosely based on Dante's Inferno.

Software for the IIGS on the December A2 DOM includes ASCII Helper, a New Desk Accessory version of the utility described above. There's also Bram Slot, a utility for quickly saving and restoring battery RAM settings, and SpeedRead, a GS/OS desktop based Text File reader. Lastly, we have SpellBinder, a text-based adventure game that allows you to enter commands from pull down menus and dialogue boxes as you try to break the curse put on you by a powerful mage.

The January, 1996 issue of the GENie A2 Disk of the Month includes both editions of the GENieLamp newsletter. Software for the IIe/IIc on this disk includes "a Ton Of Fun with Disk.O.Games." Included in this collection are 9 fabulous games: Don't Fence Me In, 3 versions of Tic Tac Toe, a Number Find puzzle, a Letter Find puzzle, a Sliding puzzle, Guillotine and Internamaze.

Software for the IIGS on the December A2 DOM includes a Super Hi Res collection of 1996

monthly calendars. Also included is Print 3200, a program which allows you to print 3200 color graphics on an ImageWriter II. There's a "bug fix" that corrects a problem with System 6.0.1's HFS.FST and a New Desk Accessory that displays an index of articles that appeared in the first 9 issues of Shareware Solutions II. Lastly, there is a prototype issue of Juiced.GS, a new newsletter that focuses on the Apple IIGS.

All of the GENie A2 DOM disks are supplied on 3.5" disk only, and are available for \$5 each, or get all four issues described above for \$15.

Note for 5.25" disk drive owners: The Bag.O.Games disk described on the 1/96 DOM is available on 5.25" disk for \$5.

### **Best-Of-Eamon**

There are all sorts of adventure games available, from text adventure games where you enter two word commands (i.e., Go North; Get Sword) to highly intricate IIGS Super Hi Res mouse driven graphic based games. Some of the most popular and enduring adventure games ever released are from the freeware Eamon series. Originally developed by Donald Brown in the early 1980s, there are now nearly 250 different text-based titles in this series of fantasy role playing games, and all Eamon games will run on any Apple II computer.

The Eamon series has become so popular that there is even an international Eamon Adventurer's Guild (EAG). Under the leadership of Tom Zuchowski, members of the Guild receive a 10 page quarterly newsletter that includes news, ad-

venture reviews, design tutorials, bug fixes, and technical support for Eamon players and authors.

The Eamon Adventurer's Guild has been instrumental in updating 60 of the best Eamon Adventure games so that they now operate under ProDOS and are displayed in 80 columns. EAG improvements to the Eamon Dungeon Designer now make it easier than ever for anyone with a little imagination to actually create his or her own Eamon adventure games.

The Eamon Adventurer's Guild has created a series of 3.5" disks that combine the 60 best Eamon games, the updated Eamon Master disks, the Eamon Designer programs, and the Eamon Utilities, along with several different kinds of Eamon lists, reviews and tutorials and Tom Zuchowski would like to make all of them available to Shareware Solutions II subscribers.

The Eamon Adventurer's Guild's Best-Of-Eamon series is available from the Shareware Solutions II Library for \$15.

Please note that this Best-Of Eamon series is available on five 3.5" disks only, and that all of the various adventures and utilities have been compressed with ShrinkIt; all files must therefore be uncompressed with ShrinkIt (which is included) before they can be run.

If you do not have a 3.5" disk drive, do not want all of the updated 60 Eamon games, or if you are unfamiliar or uncomfortable with unpacking ShrinkIt compressed archives, Shareware Solutions II is also offering a second, smaller Eamon collection on 5.25" disks - The Eamon

Starter Kit – which includes the necessary Eamon Master Disk, a player's manual, and several easy to solve Eamon games. The 5.25" Eamon Starter Kit collection is available from Shareware Solutions II for \$7.

If you are interested in joining the Eamon Adventurer's Guild, a four issue membership subscription to the EAG newsletter costs \$7 for US or Canada delivery; \$12 elsewhere. You can also obtain a sample newsletter for \$2 (US/Canada; \$4 elsewhere). For additional information, contact:

The Eamon Adventurer's Guild  
Tom Zuchowski, Editor  
7625 Hawkhaven Dr.  
Clemmons, NC 27012-9408  
910-766-7490

### Scavenger Hunt

When Softdisk ceased publication late last year, the rights to some of the programs that had been published by Softdisk reverted back to the program's author. The Apple II community is very fortunate that Charles Hartley reacquired the rights to his Scavenger Hunt series, because three of those educational games are now available as \$10 shareware programs.

Scavenger Hunt is a challenging yet fun trivia game that will test and increase your knowledge of geographic trivia as you follow clues to discover which state or country is being described. Scavenger Hunt is available in three variations: USA Edition, USA Junior Edition and World Edition. The US series includes pertinent facts on all 50 states, and the world edition contains information on 150 countries, many of which didn't even exist ten years ago.

As each game starts, the player is prompted to enter his or her name. This is ideal for classroom use as it allows players to continue a game in progress. A clue will then be displayed which identifies a person, place or thing that has significance to the country or state the player is seeking to name. After clues are displayed, the player will try to guess the correct state or country by scrolling through a list using the arrow keys. When an incorrect locale is entered, a fact about that country or state is divulged.

It's rare to discover an educational game that is gratifying and challenging for both school children and adults, but Scavenger Hunt is one of those rarities that can be enjoyed by all age groups. Mr Hartley has even created an easier to solve variation of USA Scavenger Hunt which is just for kids, with clues geared towards them.

Previously available only to subscribers of Softdisk, a collection of all three editions of Scavenger Hunt is now available from the Shareware Solutions II library for only \$5. Please specify whether you want Scavenger Hunt on 5.25" or 3.5" disk.

### Apple II Drive Tuner

An article appeared in Volume 1, Issue 4 that described the innovative and ingenious uses of Apple II computers that Dr Stephen Buggie had employed with his college level Psychology students. In somewhat of a turn around, Dr Buggie is now utilizing his teaching skills to assist Apple II owners to fix their broken or faulty Apple brand Disk II 5.25" disk drives.

Dr Buggie has been an avid

collector of Apple II equipment, and he has discovered that 90% of the used 5.25" disk drives that are sold as faulty will work perfectly after just a few minor mechanical adjustments.

Dr Buggie has prepared a two-sided 5.25" disk that can help almost anyone to repair a 5.25" disk drive. Side 1 of the disk contains an excellent article that describes all of the various models of 5.25" disk drives that work with different models of Apple II computers. He also discusses in detail the three major symptoms that "broken" 5.25" disk drives exhibit and he describes the adjustments that will restore 90% of those 5.25" drives to health. Those adjustments affect the rotational speed of the drive, the end-stop alignment and the center-track alignment.

The second side of the disk contains DOS 3.3 based diagnostic software that will, among other things, test the speed and alignment of 5.25" disk drives. If any adjustments are needed, you can then use Dr Buggie's article as a guide to performing the repairs.

The diagnostic software is named Aptest, and it was developed and distributed by Call-Apple. Even though it dates back to 1980, I had never heard of Aptest before, and was pleased when I contacted the successor to Call-Apple – The Tech Alliance – and learned that Aptest is freeware.

Dr Buggie's Apple II Drive Tuner disk is available from the Shareware Solutions II library, on 5.25" disk only, for \$5.

For those of you who feel you lack the skills necessary to disassemble and repair 5.25" disk

drives, you'll be pleased to learn that Dr Buggie is now offering an incredibly inexpensive repair service for Apple brand Disk II drives.

Dr Buggie asks for only a \$5 labor charge, plus shipping and handling, and states that the labor charge will be levied only if the repair is successful! He can also adjust other types of 5.25" drives, such as Disk IIc or half-height clone drives, provided that the suspected fault is mechanical and not electrical.

Electrical repairs can be performed on the Disk II and on full-height clones because the Integrated Circuits are socketed. Although rarely needed, Dr Buggie can replace faulty Integrated Circuits on the analog board for \$1 each.

Please note that it is more difficult to fix the analog board on newer 5.25" half-height drives because the Integrated Circuits on those are soldered.

The shipping charges requested by Dr Buggie for shipment within the United States is \$5 for 1 drive, \$9 for 2 drives, \$13 for 3 drives, \$16 for 4 drives, \$19 for 5 drives. If you send him more than 5 broken disk drives, send \$19 plus an additional \$3 per disk drive.

If you have questions as to whether Dr Buggie can fix your particular brand of 5.25" disk drive, first contact him by mail or e-mail, describing in detail the symptoms your drive is exhibiting.

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# Shareware Solutions IIGS

## Flying Aces

George T. Milonas retired from the US Air Force as a Lt Colonel and as a current member of the Air Force Association, he wanted to pay tribute to the Flying Aces who served in the US Air Force and its predecessor organizations. He chose HyperStudio as the ideal environment in which to create a historical visual database of those brave men.

Colonel Milonas secured permission from Air Force Magazine to use the historical data which had previously been maintained by the Office of the Air Force Historian and had been compiled into four separate listings of Flying Aces from each of the major wars fought by the US in this century. Those four listings have been corrected, updated, and combined into one comprehensive free-ware HyperStudio stack that Colonel Milonas would like to share with his fellow IIGS aviation enthusiasts.

Included on the Flying Aces disk is the HyperStudio run-time module. You therefore don't even need to own HyperStudio to view Colonel Milonas' tribute. Also included are a number of scanned historical photographs of US military aircraft. The Flying Aces disk is available from the Shareware Solutions II library for \$5.

## RapidoGraf

RapidoGraf is a new \$25 shareware program from France that quickly creates various types of charts from ASCII Text based

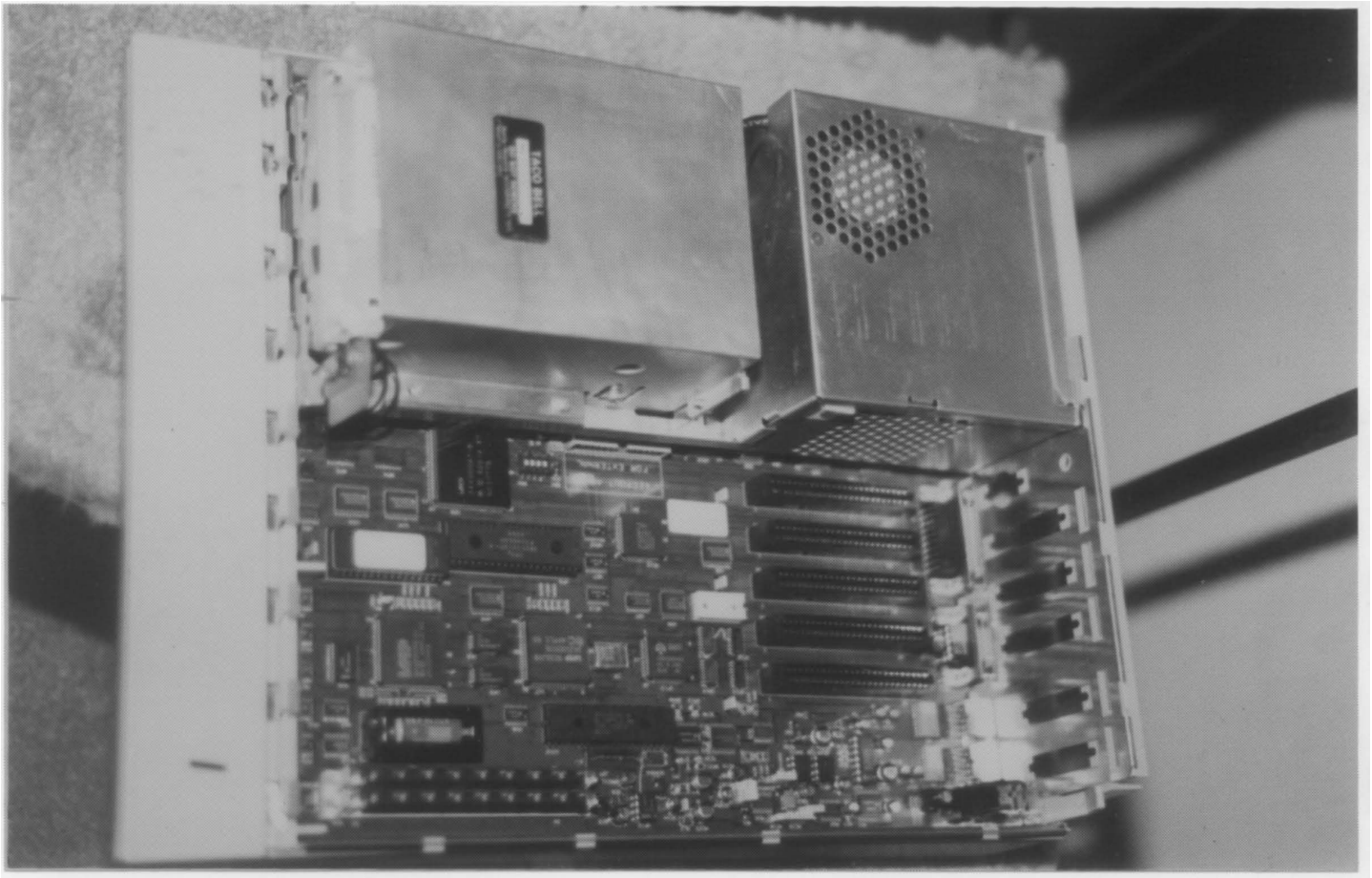
SpreadSheet data files.

RapidoGraf can generate seven different types of 2D graphs: scatter, line, high-low, area (simple or stacked), bar (simple or stacked), pies and multi-pies. 32 variables (rows) can be plotted simultaneously and the number of value points (columns) is only limited by the available memory. There are many options available, including the ability to use symbols, frames, background colors, grids, and choice of scale and reference values.

The SpreadSheet module in AppleWorks GS allows you to save a SpreadSheet as an ASCII Text file with tab and carriage return delimiters, and it is those ASCII files that can be loaded into RapidoGraf. RapidoGraf is not a SpreadSheet program; instead, it is intended to be used as an adjunct to the AppleWorks GS SpreadSheet.

Shareware Solutions II is authorized to distribute a demo version of RapidoGraf which is limited to loading in the sample ASCII Text files included on the demo disk. Upon payment of your \$25 shareware fee directly to the author of the program, you will receive the complete RapidoGraf program which can load in and chart AppleWorks GS Spreadsheets which have been saved as ASCII Text files.

The RapidoGraf demo disk is available from the Shareware Solutions II library for \$5. 🍏



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**FIRST CLASS – AIR MAIL**

**If your mailing label shows EXP:V2,#6 then your subscription has expired and you must renew if you want to continue to receive Shareware Solutions II. Newsletter renewal rates for the next 6 issues are \$25 for US/Canada delivery or \$40 for Air Mail delivery anywhere else. Please renew today!**